

# THE LOST VIKINGS™



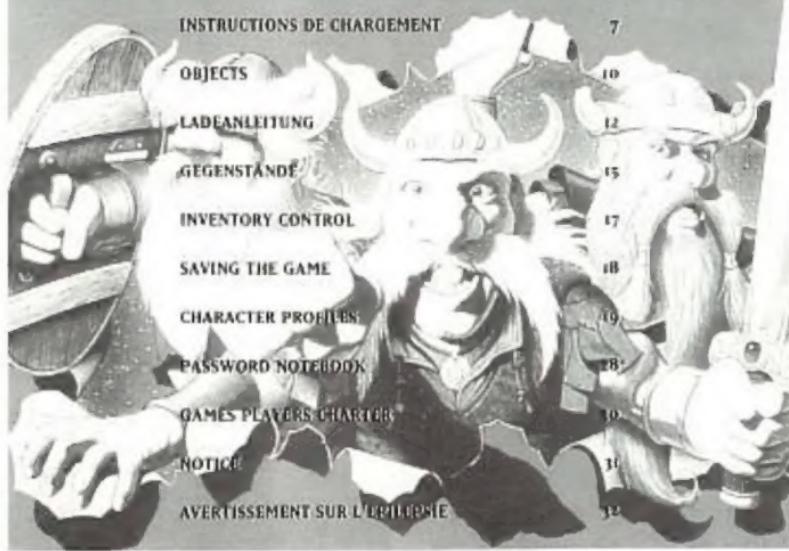
They just want to go home!

AMIGA CD™

Interplay

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## LOADING INSTRUCTIONS

Insert the Lost Vikings CD into the CD32 console as shown in the Commodore instruction manual, and switch the console on.

## Controls

### ❖ DIRECTION BUTTON

**Moves the Viking left, right, up or down**

### ❖ RED BUTTON

**Performs a Viking's primary ability**

Baleog the Fierce will swing his mighty sword

Erik the Swift will jump to great heights

Olaf the Stout will raise or lower his shield

### ❖ BLUE BUTTON

**Performs a Viking's secondary ability**

Baleog the Fierce will shoot arrows with his bows

Erik the Swift will use his head to bash while running

Olaf the Stout will raise or lower his shield

### ❖ YELLOW BUTTON

**Allows you to choose the item to be used**

To choose an item, press one of this button and move the flashing box to the desired item

### ❖ TOP RIGHT BUTTON

**Allows a Viking to use the highlighted item from his supply of items**

### ❖ GREEN BUTTON

**Allows a Viking to activate buttons, flip switches, etc. and talk to other characters**

### ❖ TOP LEFT BUTTON

**Will enable the player to take control of one of the other two Vikings**

#### PAUSE BUTTON

##### Will enable you to pause the game

When the game is paused you will be given the option to GIVE UP? Choosing YES will restart you at the beginning of the same level. Choosing NO will resume the game

The GIVE UP option is particularly useful if one of your Vikings has died or are in a position so that you cannot complete the level. You cannot complete the level if a Viking has died

#### ITEMS

Throughout the course of the game, there will be several different items that will assist you in completing the game.

##### FOOD

Heals 1 health point

##### STEAKS

Heals 2 health points

##### SHEILD

Gives a Viking a bonus blue health point

##### BOMBS

You can drop them anywhere you like to blow something up

##### SMART BOMBS

Destroy all enemies on the screen

#### ❖ FLAMING ARROW

Kills an enemy in one shot

#### ❖ KEYS

Used to unlock doors of the same colour

#### ❖ GRAVITY BOOTS

Let's a Viking walk in a gravitational field

#### ❖ BUTTONS

Used in many places to activate things in the game, like opening doors

#### ❖ SWITCHES

Also used in many places to activate things in the game, like opening doors

#### ❖ TARGET

Acts like button but must be shot by Baleog to activate

## INSTRUCTIONS DE CHARGEMENT

Insérez le CD Lost Vikings dans la console CD32 comme indiqué dans le manuel d'instructions Commodore, et allumez la console.

## Commandes

#### ❖ BOUTON DE DIRECTION

Déplace les Vikings vers la gauche, la droite, le haut ou le bas

#### ❖ BOUTON ROUGE

Les Vikings accomplissent des actions de premier niveau

Baleog the Fierce fera tourner son épée puissante

Erik the Swift sautera très haut

Olaf the Stout lèvera ou abaissera son bouclier

#### ❖ BOUTON BLEU

Les Vikings accomplissent des actions de deuxième niveau

Baleog the Fierce tirera des flèches avec son arc

Erik the Swift utilisera sa tête pour donner des coups tout en courant

Olaf the Stout lèvera ou abaissera son bouclier

#### ❖ BOUTON JAUNE

##### **Vous permet de choisir l'objet à utiliser**

Pour choisir un objet, appuyez sur l'un de ces boutons et placez le bouton clignotant sur l'objet choisi

#### ❖ BOUTON SUPÉRIEUR DROIT

##### **Permet à un Viking d'utiliser l'objet mis en surbrillance parmi tous les objets**

#### ❖ BOUTON VERT

##### **Permet à un Viking d'activer des boutons, des leviers, etc., et de parler aux autres personnages**

#### ❖ BOUTON SUPÉRIEUR GAUCHE

##### **Permet au joueur de prendre le contrôle de l'un des deux autres Vikings**

#### ❖ BOUTON PAUSE

##### **Vous permet de mettre le jeu en pause**

Lorsque le jeu est mis en pause, l'option ABANDONNER? apparaît. Si vous choisissez OUI, vous recommencerez au début du même niveau. Si vous choisissez NON, le jeu reprendra là où vous l'avez laissé

L'option ABANDONNER? est particulièrement utile si l'un de vos Vikings est mort ou est dans une telle situation que vous ne pouvez pas venir à bout de ce niveau. Vous ne pouvez pas terminer un niveau si un Viking est mort

## OBJETS

Tout au long du jeu, vous trouverez plusieurs objets différents qui vous aideront à aller jusqu'au bout du jeu

### ✖ NOURRITURE

Vous donne 1 point de santé

### ✖ STEAKS

Vous donnent 2 points de santé

### ✖ BOUCLIER

Donne aux Vikings un point de santé bonus bleu

### ✖ BOMBES

Vous pouvez les lâcher où vous voulez pour faire exploser quelque chose

### ✖ BOMBES INTELLIGENTES

Détruisent tous les ennemis à l'écran

### ✖ FLÈCHES FLAMBOYANTES

Tuent tous les ennemis d'un coup

### ✖ CLEFS

Utilisées pour ouvrir les portes de couleur correspondante

### ✖ BOTTES DE GRAVITÉ

Permettent aux Vikings de marcher dans un champ de gravitation

### ✖ BOUTONS

Utilisés dans de nombreux endroits pour activer des choses dans le jeu, comme par exemple ouvrir des portes

### ✖ CIBLE

S'active comme les boutons, mais Balrog doit lui tirer dessus pour que cela marche

## LADEANLEITUNG

Lege die Lost Vikings-CD wie im Handbuch von Commodore beschrieben in die CD32-Konsole ein, und schalte dann die Konsole ein.

## Steuerung

### ❖ RICHTUNGSKNOFF

Damit bewegst Du den Wikinger nach links, rechts, oben oder unten

### ❖ ROTER KNOFF

Zum Ausführen einer der Hauptfähigkeiten der Wikinger

Baelog the Fierce wird sein mächtiges Schwert schwingen

Erik the Swift springt in luftige Höhen

Olaf the Stout hebt oder senkt seinen Schild

### ❖ Blauer Knopf

Zum Ausführen einer der Nebenfähigkeiten der Wikinger

Baelog the Fierce wird mit seinen Bögen Pfeile verschießen

Erik the Swift benutzt im Laufen seinen Kopf als Waffe

Olaf the Stout hebt oder senkt seinen Schild

### ❖ GELBER KNOFF

Damit wählst Du den Gegenstand, den Du benutzen möchtest

Um einen Gegenstand zu wählen, drückst Du einen dieser Knöpfe und bewegst dann den blinkenden Knopf auf den gewünschten Gegenstand

### ❖ KNOFF OBEN LINKS

Erlaubt dem Wikinger, einen markierten Gegenstand aus seinem Inventar zu benutzen

### ❖ GRÜNER KNOFF

Erlaubt dem Wikinger, Knöpfe zu aktivieren, Schalter umzulegen usw. und mit den anderen Figuren zu reden

### ❖ KNOFF OBEN RECHTS

Damit kann der Spieler zur Steuerung eines der beiden anderen Wikinger wechseln

#### ❖ PAUSENKNOPF

##### Damit kannst Du das Spiel unterbrechen

Sobald das Spiel unterbrochen wird, erscheint die Option "GIVE UP?" (Aufgeben?). Wählst Du "YES" (Ja), beginnst Du diesen Level noch einmal von vorn an. Mit "NO" (Nein) setzt Du das laufende Spiel fort.

Die Option "GIVE UP?" ist besonders nützlich, wenn einer Deiner Wikinger in einer so ausweglosen Lage steckt, daß Du den Level nicht abschließen kannst, oder gar gestorben ist. Mit einem toten Wikinger kannst Du den Level sowieso nicht mehr abschließen.

## GEGENSTÄNDE

Im Verlauf des Spiels erscheinen verschiedene Gegenstände, die Dir zum Erfolg verhelfen.

#### ❖ NÄHRUNG

Heilt um 1 Gesundheitspunkt

#### ❖ STEAK

Heilt um 2 Gesundheitspunkte

#### ❖ SCHILD

Gibt dem Wikinger einen blauen Bonus-Gesundheitspunkt

#### ❖ BOMBEN

Du kannst sie überall abwerfen, um etwas in die Luft zu jagen

#### ❖ INTELLIGENTE BOMBEN

Vernichten alle Gegner auf dem Bildschirm

❖ BRANDPFEIL

Ermordet alle Gegner auf einen Streich

❖ SCHLÜSSEL

Damit kannst Du Türen derselben Farbe aufschließen

❖ SCHWERKRAFTSTIEFEL

Erlauben dem Wikinger, in einem Schwerkraftfeld zu laufen

❖ KNÖPFE

Erscheinen an zahlreichen Stellen, um Dinge im Spiel zu aktivieren, z.B. zum Öffnen von Türen.

❖ ZIEL

Funktioniert wie ein Knopf und wird dadurch aktiviert, daß Baelog es trifft

## INVENTORY CONTROL

❖ Each Viking has the ability to carry up to four items. An item is automatically picked up when they touch it (as long as the Viking has room to carry the item). To use an item, press the **YELLOW** button and move the flashing box to the desired item. Then press the **YELLOW** button again to resume your game. You can then press the **GREEN & YELLOW** buttons simultaneously to use the selected item.

❖ The Vikings are also able to trade items with each other, but only if they are close to each other. To trade an item you must first switch control to the Viking with the item you want to trade. Press the **YELLOW** button, move the flashing box to the desired item to be traded and press the **RED** button (Primary ability). Then move the item to the Viking you want to give the item to and press the **RED** button. To exit inventory mode, press the **YELLOW** button.

❖ You can also throw away food or bombs by moving the item to the trash can.

## SAVING THE GAME

- ❖ The Lost Vikings allow you to continue where you left off by entering a pass word. The game will give you a pass word at the beginning of each new level you reach. In case you forget to write down the password at the start of a new level, it will be shown again when you quit the game.
- ❖ Erik, Olaf and Baleog want to remind you to write down your passwords on the page provided at the back of this manual. This way you will always know where it is and you will never have to replay levels that you have already completed.
- ❖ To start the game from a saved password, select **PASSWORD** from the **START** screen. Enter your password by using the Control Pad to enter the letters. If you have made a mistake in the password, move the arrow left to undo the error.

## CHARACTER PROFILES

### ❖ Name

Erik the Swift

### ❖ AGI

19

### ❖ HEIGHT

5'8"

### ❖ WEIGHT

160 lbs

### ❖ SPECIALITY

Scouting, Speeding

### ❖ EQUIPMENT

Running Shoes, A Strong Head

### ❖ OCCUPATION

Mercenary, Track Coach, Stuntman,  
Pizza Delivery

### ❖ HOBBIES

Sprinting, Rock Climbing

### ❖ FAVOURITE AUTHORS

Dr. Seuss, Friedrich Nietzsche

### ❖ FAVOURITE MOVIES

*The Running Man, Running Scared,  
Run Silent, Run Deep, Logan's Run,  
Running on Empty, Nuns on the run.*

### ❖ FAVOURITE BAND

Rush

#### ❖ FAVOURITE MEAT

Fast Food

#### ❖ AILMENTS

Athletes Foot, Frequent Headaches

#### ❖ FAVOURITE PETS

Cheetahs, Jaguars, Falcons

#### ❖ DESIRED BIRTHDAY PRESENT

A football helmet

#### ❖ FAVOURITE HOLIDAY

Groundhog Day

#### ❖ FAVOURITE QUOTE

*'It is better to run and jump away from enemies than it is to let them smash you into little pieces'*

ANONYMOUS

#### ❖ Comments

The tactical genius and self-proclaimed leader of the party, Erik is the swiftest and most agile of the Vikings which makes him an indispensable part of any expedition. His wit and resourcefulness are often key to resolving difficult situations.

However, he has a short attention span and gets easily agitated by sitting in the same place for too long. In fact, his patience is often at times too thin to tolerate his two brothers. Despite these shortcomings, he proves to be a valuable companion on any adventure.

#### ❖ Strengths

Erik is the swiftest Viking. He can outrun any enemy and leap high into the air. He also has a head of stone which he can use to bash open walls.

#### ❖ Weakness

Erik has no defensive capabilities, which leaves him very vulnerable if he goes out scouting by himself. His speed can be a liability at times if you are not careful.

• Name  
**Baleog the Fierce**

• AGE  
25

• HEIGHT  
6'0"

• WEIGHT  
220 lbs

• SPECIALITY  
Combat, Capping, Slicing and Dicing

• EQUIPMENT  
Bows, Arrows, Sword, Attitude

• OCCUPATION  
Mercenary, Corporate Raider

• HOBBIES  
Body Building, Knife Throwing,  
Bowling

• FAVOURITE DRINK  
Fruit Punch

• PREFERRED VEGETABLE  
Squash

• GOALS  
World Domination, Bowling League  
Champion

• FAVOURITE MOVIES  
*Sparticus, Rambo II, Conan the  
Barbarian, Pumping Iron,  
The Terminator*

• FAVOURITE EXCLAMATION  
Yo'

• FAVOURITE VACATION SPOT  
Iceland

• FAVOURITE VOWEL  
A

• FAVOURITE HOLIDAY  
Labour Day

• FAVOURITE BAND  
Aerosmith

• FAVOURITE QUOTE  
*'Enter the mill and you will come out  
floury and baked'*  
UNKNOWN DANISH BAKER

• PRIZED POSSESSIONS  
Sword shaped letter opener, Long  
Underwear

#### Comments

Baleog's enormous ego is tolerable only in light of the martial skill he provides to the expedition. When he's not accusing his brothers of being lazy or weak, Baleog can often be found sharpening his sword and contemplating his strategy for world conquest. Nonetheless, despite his sometimes less than pleasant company, Baleog is a fierce foe to any that stand in a party's way.

#### Strengths

Baleog can attack with his sword and shoot arrows. He can also use arrows to activate switches that are a long distance away.

#### Weakness

He has not yet mastered the art of defence. Therefore he usually hides behind Olaf's shield during battles with formidable foes.

#### Name

Olaf the Stout

#### Age

23

#### Height

6'2"

#### Weight

320 lbs

#### Specialty

Defence, Aeronautics, Comedic relief

#### Equipment

Shield, Belly, A Silly Laugh

#### Occupation

Mercenary, Winchellis Poster Boy

#### Hobbies

Para-Sailing, Bungee Jumping

#### FAVOURITE FOODS

Meatloaf, Sprinkled Doughnuts

#### ULTIMATE FANTASY

To be a sumo wrestler

#### FAVOURITE INSTRUMENT

Tuba.

#### ❖ FAVOURITE MOVIES

*Fat Man and Little Boy,*  
*Little Big Man, Breakfast at Tiffany's,*  
*The Breakfast Club, The Naked Lunch,*  
*Lunch Wagon, Dinner at Eight,*  
*Guess Who's Coming to Dinner,*  
*My Dinner with Andre.*

#### ❖ FAVOURITE RELATIVE

Uncle Beorn

#### ❖ FAVOURITE HOLIDAY

Christmas

#### ❖ FAVOURITE BOOKS

*ABC-123, Green Eggs and Ham*

#### ❖ FAVOURITE QUOTE

'Life is just a big banana. Be careful not to slip on the peel and all will turn out fine'

UNCLE BEORN

#### ❖ FAMILY

Married with two children

#### ❖ FAVOURITE TOY

Yellow Rubber Duck named Elvis

#### ❖ Comments

This jovial Viking, with his hardy constitution and steadfast resolve, can be counted on in any situation. His appetite for adventure is rivalled only by his passion for pastries. Unfortunately, he is often seized by unprovoked laughing fits, making extended travel with him somewhat tiresome. His hulking presence is, however, greatly appreciated in the heat of a battle.

#### ❖ Strengths

He can use his shield to block enemies and their shots. He can also hold his shield above his head and float long distances, which gives him great manoeuvrability.

#### ❖ Weakness

He has to wait for Baleog in combat situations and his shield can not always protect him and other Vikings from certain foes that have jumping capabilities of their own. ❖

## PASSWORD NOTEBOOK

LEVEL	PASSWORD
1	*****
2	*****
3	*****
4	*****
5	*****
6	*****
7	*****
8	*****
9	*****
10	*****

LEVEL	PASSWORD
11	*****
12	*****
13	*****
14	*****
15	*****
16	*****
17	*****
18	*****
19	*****

LEVEL	PASSWORD
21	*****
22	*****
23	*****
24	*****
25	*****
26	*****
27	*****
28	*****
29	*****
30	*****

## GAMES PLAYERS CHARTER

- ❖ Avoid playing when tired. Play for no more than one hour at a time
- ❖ Sit well away from the screen, preferably no closer than ten feet
- ❖ Play games in well lit areas
- ❖ Reduce the brightness of the screen to darken the contrast
- ❖ Use as small a screen as possible

These tips will help you enjoy your games playing more and maximise your performance.

Only 1500 people in the United Kingdom are photosensitive epileptics (sensitive to flickering lights). These are the only people who may develop an epileptic reaction to playing computer and video games.

## REMEMBER, COMPUTER AND VIDEO GAMES ARE FUN.

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If within the first ninety days of purchase you have any problems with the product please return it to the retailer. After ninety days you may return the software program to Interplay Productions provided the fault is not due to normal wear and tear and Interplay will mail a replacement to you. To receive a replacement you should enclose the defective medium (including the original product label) in protective packaging accompanied by:

- ❖ A cheque or money order for £10 sterling (to cover postage and packaging)
- ❖ A brief statement describing the defect
- ❖ The original receipt or address of the retailer
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## AVERTISSEMENT SUR L'EPILEPSIE

### A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles,

perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

## PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

Ne vous tenez pas trop près de l'écran. Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.

- ❖ Utilisez de préférence les jeux vidéo sur un écran de petite taille
- ❖ Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- ❖ Assurez-vous que vous jouez dans une pièce bien éclairée
- ❖ En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures



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